LORD of ARCANA™
MATURE 17+
M
CONTENT RATED BY ESRB
SQUARE ENIX.

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

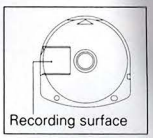
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

ULUS-10479

LORD of ARCANA™

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover.
INSERT the *LORD OF ARCANA*™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD® icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Prologue

This is the land of ***Horodyn****,*
named after its first king.

Here stand the stones, close by the village,
nestled in the embrace of the dense, dark forest.

They are the ***Arcana Stones****,*
the very foundation of this world.

Legend says that they only give up their power
to the one who proves himself strong enough.

Go forth, you are told. Battle the monsters.
Prove yourself worthy to receive the ***Arcana power****.*

But what is the power? What does it do?
And, most importantly...

What is the fate of the one upon
whom it is bestowed?

Lord of Arcana

Game Flow

You progress through the story by completing quests found at the guild.

Accept Quest

Choose which of the quests offered by the Slayers Guild you wish to accept.

Enter the Field

Set out into the field to do battle with monsters and gather treasure and materials.

Complete the Quest

When you complete the quest objectives, return to the guild to receive your bounty and take on a new quest.

The Lord of Arcana World

Porto Carillo (Home Base)

Porto Carillo is a prosperous village located at the edge of Holodyn's holy temple. To keep the multitude of monsters at bay, a heavy gate bars the main entrance. Though development has been slow for this isolated settlement, the village is home to unique arms-crafting methods passed down through generations of artisans.

A World to Explore

You will visit many unique locations throughout your adventure. In each place, a local ruling monster known as the Master Guardian awaits would-be Slayers.

Slayers

You are one of the Slayers, seeking the Arcana power.

Controls

These are the basic controls for the game.

● Indicates Field controls. ● Indicates Battle controls.
● Indicates Menu controls.

PSP® (PlayStation®Portable) system

(PSP-3000 Model Shown)

L button
- ●● Reset camera
- ●● Lock-on
- ● Page through screens

R button
- ●● Dash
- ● Page through screens

△ button
- ● Battle arts
- ● Toggle map

○ button
- ● Magic attack
- ●● Collect; examine
- ● Talk
- ● Cancel

Directional buttons
- ●● Control camera
- ●● Toggle lock-on
- ● Select menu option

HOME button
- ●●● Quit game

Analog stick
- ●● Move character

SELECT button
- ●● Item Menu

START button
- ● Camp Menu

× button
- ●● Block
- ● Confirm

□ button
- ●● Normal attack

Starting a New Game

On the Title Screen, press the **START button** or **⊗ button** to go to the Main Menu.

Main Menu

New Game

Start a new game. You can begin a completely new game with New Character (P. 11), or continue using data from the PlayStation®Network / on-disc demo by selecting Use Demo Version Data (P. 37)

Continue

Select this to continue playing a previously saved game.

Options

Change game settings, such as sound volumes and text speed (P. 12).

Install

Here you can select two options. Install Data (P. 12) reduces load times for the game, and Install On-Disc Demo (P. 36) enables you to give an on-disc demo of the game to a friend who doesn't have the game yet.

New Character

Before you begin a new game, you must create an avatar to be your player character.

Create Avatar

Select the name, sex, and face type of your avatar. You can change facial features, hair style, and hair color. Once you have your avatar looking just the way you want, press the **START button** to continue to the next screen.

Select Weapon

Select Weapon
Sword (1H)
Offers a solid balance between attack, mobility and defense. You can link rapid strikes, though each blow is quite weak.
Select the weapon category you wish to use in the tutorial.

You can choose from five types of weapons to arm your character at the start of the game. The weapon types included are one-handed swords, maces, two-handed swords, polearms, and firelances (P. 14). You can also change your avatar's equipped weapon later in the game. Once you have selected your weapon, press **START** to continue.

Save

Here you can save the characters you create (up to a maximum of three). First select a file slot to save the data to. You will need 480 KB of free space on a Memory Stick Duo™ or Memory Stick PRO Duo™ ("Memory Stick™" for short) to save your game. Once selected, the character's data will always be saved to this slot.

Starting a New Game

Options

Here you can configure the game's settings. You can change these whenever you like while playing the game.

Music	Adjust the music volume.*
Sound Effects	Adjust the volume of sound effects.*
Voices	Adjust the volume of the voices.*
Text Speed	Change the speed at which characters' dialog is displayed.
Install Data	When this is enabled, installed data will be read off a Memory Stick™. (The data has to be installed on the Memory Stick™ first.)

* Sound volumes during movie playback cannot be independently adjusted.

Install Data

With the Install Data option, you can save part of the game data to a Memory Stick™ in order to reduce load times during gameplay. To use this option, you must have a Memory Stick™ with at least 189 MB of free space. (480 KB of additional space is required for saving your game.) When installing data, please make sure that your PSP® (PlayStation®Portable) system is fully charged or is connected to the AC Adaptor.

Note: You cannot install data on a Memory Stick Duo™. You will need a Memory Stick PRO Duo™.

About Saving

You can save your game by examining a Save Crystal (P. 17) or whenever you successfully complete a quest. You will need 480 KB of free space on a Memory Stick Duo™ or Memory Stick PRO Duo™ ("Memory Stick™" for short) to save your game.

Please make sure that the Memory Stick™ that contains your save data is inserted in your PSP® system each time you launch the game.

When You Fail a Quest

When your avatar's health falls to zero, and he has already been revived the maximum two times, he will collapse on the spot. When this happens, it means that you have failed the quest, and your character will be sent back to Porto Carillo (P. 28).

Types of Weapons

These are the five types of weapons and their special characteristics. When choosing a weapon, you can press the **SELECT button** to give each weapon a few test swings.

Key to the Tables

(Except for the "Shield" category, ranks go from A (best) to E (worst)).

ATK	Attack power
ANM	Length of attack combo you can deliver (P. 24)
RCH	Reach, or range, of the weapon
MVE	How fast your character can move when carrying the weapon
MAG	Power of magic attacks (P. 24)
MNM	Number of magic attacks that can be delivered in a row (P. 24)
PLS	Pulse gauge (P. 16) consumption and recovery
MAN	Mana gauge (P. 16) consumption
HP	Amount of bonus points added to HP Gauge (P. 16)
SHD	Y: Can equip shield; N: Cannot equip shield

One-Handed Swords

Well-balanced between attack and defense. Enables quick movement and rapid attacks. Good for players who like their battles fast and furious.

Initial Battle Art

Turning Slash A spinning attack that takes down nearby foes.

ATK	ANM	RCH	MVE	MAG	MNM	PLS	MAN	HP	SHD
E	A	D	A	B	A	B	E	—	Y

Maces

Wind up before striking by pressing and holding the ● **button** to deliver extra-powerful blows.

Initial Battle Art

Earth Splitter Smash the ground and send out a shockwave to topple nearby foes.

ATK	ANM	RCH	MVE	MAG	MNM	PLS	MAN	HP	SHD
B	B	E	A	C	E	A	E	—	N

Two-Handed Swords

The heavy blade will slow you down, but the reach is excellent and each blow delivers lots of damage.

Initial Battle Art

Rampaging Blade Charge forward with a heavy swing to slice and dice any monsters in your path.

ATK	ANM	RCH	MVE	MAG	MNM	PLS	MAN	HP	SHD
C	C	B	D	C	C	E	C	—	Y

Polearms

What you lose in agility you will gain in heft and weight. Each mighty blow delivers head-splitting damage, often rendering the victim unconscious.

Initial Battle Art

Spinning Drop Kick Use the ax handle as a support to spin in the air and deliver a powerful drop kick.

ATK	ANM	RCH	MVE	MAG	MNM	PLS	MAN	HP	SHD
A	E	C	E	E	C	D	B	A	N

Firelances

Combining a pike with projectiles, these are the only long-range weapons in the game. They are best suited for providing covering fire from a distance.

Initial Battle Art

Artillery Launch explosive mortar shells in a high trajectory.

ATK	ANM	RCH	MVE	MAG	MNM	PLS	MAN	HP	SHD
D	D	A	D	A	C	C	A	E	N

In the Field

Out in the field where the real adventuring takes place you will encounter hostile monsters and various artifacts and devices.

The Screen

1 HP Gauge

Shows the health of your avatar. It will go down as your character suffers damage, and he will collapse should it reach zero.

2 Pulse Gauge

The pulse gauge fills up when you dash, perform battle arts, evade, or block. If the gauge reaches maximum, you will be unable to perform any of those actions until the gauge resets and your character's heart rate returns to normal.

3 Time Limit

You must complete the quest objectives within the indicated time in order to succeed.

4 Map

This shows your current location. Below are the various icons that may appear on the map. You can press the △ **button** to toggle between a large-scale map of the whole region and a small-scale map of your immediate surroundings.

5 Mana Gauge

The Mana Gauge is depleted when you launch magic attacks or use firelance melee attacks, and is restored when you strike monsters or take damage. When the gauge reaches maximum, you can unleash an Ultimate Spell (P. 25).

6 Button Guide

This corresponds to the ○, ✕, △, and □ buttons on your PSP® system. Slots will light up when an action is available for that button.

Main Objects of Interest

Now let's take a look at the main objects of interest you might encounter in the field.

Treasure Chests and Dowsing Sites

Collect supplies and items. To open a chest, simply swing your weapon to smash it, then gather any items that fall out.

Switches

Swing your weapon at switches to activate other devices around the field.

Warp Portals and Otherworld Portals

Enter these portals to teleport to other locations. The Otherworld Portals whisk you away to secret places where boss monsters await.

Save Crystal

Porto Carillo (P. 28) is the only place you will find this special device. Approach and press the ○ **button** to save your game.

Battles

When you encounter monsters in the field, you must draw your weapon and be prepared to fight! Battles take place inside a circular ring, and you must defeat all the monsters inside it before you can return to the field.

The Battle Screen

1 HP Gauge

2 Pulse Gauge

3 Battle Map

This is a map of the battle.

You

Monster

4 Time Limit

5 Mana Gauge

6 Damage Indicator

7 Button Guide

Encounter Types

Battle conditions change depending on how you encounter the monsters in the field.

Normal Encounter	Both monster and avatar meet face-to-face. Neither has the advantage.
Ambush	You sneak up on the monsters from behind. The battle begins with an attack boost for your character.
Suprised	The monsters catch you from behind. The battle begins with lowered defense for your character.
Raid Battle	When other monsters are lurking nearby at the time of the encounter, they may join the battle in waves.

Escape

If you wish to flee the battle, make for the edge of the battle ring and run across it. An escape gauge will appear as you try to head for safety. When it reaches maximum, you will have successfully escaped from the battle.

Status Afflictions

During a battle, you may be hit by special attacks that cause certain afflictions. These may inflict additional damage or restrict your movements. Most afflictions will pass after a certain period of time, and you can also use items to quickly cure their effects. (Poison stops acting upon you once your HP reaches 1. You cannot use items when unconscious, but by waggling the analog stick you can help your avatar recover more quickly and avoid taking any extra damage.)

Aflame	Your character is enveloped in flames and takes extra damage for a period of time.
Poisoned	Your character is infected with poison and takes extra damage for a period of time.
Paralyzed	Your character is paralyzed and unable to act for a period of time.
Slowed	Your character loses his speed and agility for a period of time.
Unconscious	Your character is knocked unconscious and is unable to act for a period of time.

Battles

At Battle's End

Victory is yours when you defeat all the monsters inside the battle ring. You will receive experience points and materials from the monsters you slay.

Battle Results

At the end of the battle, you can see how many experience points you earned and how much your weapon and magic proficiency has improved.

Experience Points	When you accumulate enough experience points, your avatar's level and maximum HP will increase.
Weapon Proficiency	As your weapon proficiency improves you will learn new battle arts you can use with that weapon class.
Magic Proficiency	As your magic proficiency improves you will be able to unleash longer magic attack combos and inflict greater damage.

Guardians

In many of the regions you visit, there will be sealed gates and hidden targets. To unlock these, you must find and defeat the guardian monsters, which are marked with a key icon above their heads.

Obtaining Materials

Sometimes when you defeat monsters, materials (monster parts and possessions) can be gathered from the corpses. You will have a few seconds to collect these materials at the end of the battle. After the battle results screen, you can choose whether to keep or discard the booty you collected.

Treasure Chests

Sometimes, after a battle is over and you return to the field, a treasure chest will appear where the monster once stood. Swing your weapon at the chest to take its contents.

Ending a Quest

The quest ends the moment you complete its objective. A special screen will show the quest results, including your quest rank for the mission, from S (best) to A, B, C, and D (worst). You can also see how many guild points you earned. Finally, you will receive a handful of items as a reward.

Actions and Moves

Here we take a look at the various actions and moves your avatar can perform. The better you are at controlling your character, the more quickly you will be able to dispatch your foes.

Moves in the Field and on the Battlefield

Moving and Dashing

You move by using the analog stick. When you want to dash at high speed, press and hold the **R button.**

Camera Controls

Use the directional buttons to change the camera angle.

Collect, Investigate, and Talk

Press the ○ **button** next to dropped items to pick them up, or when you are close to objects of interest to examine them. You can also press the ○ **button** to talk to non-player characters whenever you see an arrow icon appear above their heads.

Normal Attack

Press the □ **button** to use your weapon to launch a normal attack against a target. On the field, you can use your weapon to smash open treasure chests or activate switches.

Block

Press the ⊗ **button** to get into a defensive posture and reduce damage from frontal attacks. You cannot block when armed with firelances or maces.

Evade

Press the ⊗ **button** while dashing, or move the analog stick while blocking to perform an evasive move. When you perform an evasive move, you will be temporarily impervious to attack and damage.

Lock-on

Press and hold the **L button** to lock on to and target a nearby non-player character or monster. Press the left and right directional buttons to move the lock-on sight to a different target.

Item Menu

Press the **SELECT button** to open the Item Menu. Press the left and right directional buttons to select an item, and the ⊗ **button** to use it.

Camp Menu

Press the **START button** to open the Camp Menu (P. 26). From this menu, you can check your character stats and quest status. It cannot be accessed during a battle.

Actions and Moves

Battle Actions and Moves

Combo

Keep hitting the ■ **button** to perform combo attacks.

Battle Arts

Press the △ **button** to perform your pre-configured battle art attack.

Magic Attack

Press the ○ **button** to consume mana and use your pre-configured magic attack. When you are equipped with two-handed weapons, holding down the ○ **button** will charge the magic attack.

Changing Battle Arts and Magic Attacks

Going into a quest, you will only have access to one each of your battle arts and magic attacks, but you always have the option of configuring a different battle art or changing magic cards beforehand. To change your battle arts and magic, go to Storage (P. 31), select Switch Equipment, and then either the Battle Arts or Cards option.

Coup de Grace

When you have delivered a certain amount of damage to a monster that you are locked onto, a ○ **button** icon will appear on the screen. Press the ○ **button** the instant you see this icon to perform a deadly Coup de Grace. This will slay the monster and, in some cases, cause the monster to drop special materials that you can collect.

Melee Duel

Whenever you battle a Master Guardian, you may enter a melee duel cinematic sequence that occurs when you deliver a certain amount of damage. There are two kinds of melee duels. The Counter Melee Duel occurs when you deliver a certain amount of damage while locked on to the beast; the Final Melee Duel is the attack that finishes the beast off once and for all.

Ultimate Spells

Press the △ and ○ **buttons** at the same time when the mana gauge is full to use your preset ultimate card and unleash a mighty Ultimate Spell.

Destroying Parts

Master Guardians are large beasts made up of many parts, some of which can be destroyed independently. If you attack these special parts and deliver enough damage, they will break off and be destroyed. Sometimes this will release special materials that you can gather.

Camp Menu

From the Camp Menu, you can check information and stats about your character and quest. Remember, time continues to pass even when the menu is open, so don't waste too much time here!

Items

View the items you are carrying. Select an item and press the ⊗ **button** to Give or Discard that item. Select Give during a multiplayer game (P. 34) to hand over that item to another player.

Quest Info

View the difficulty level and objectives of the current quest.

Status

View information and stats about your character. Press the L and R **buttons** to page through the screens. You cannot change equipment or battle arts from this menu. For that, you must visit Storage (P. 31).

STATUS

View your experience points and status.

- Guild Rank
- Guild Points
- Number of points needed to reach the next rank

Arcana acquired

- Experience points
- Number of points needed to reach the next level

HP ..... Health points
ATK ..... Attack power
DEF ..... Defensive power
M-ATK ..... Magic attack power
M-DEF ..... Magic defense
AGL ..... Speed and agility
LCK ..... Luck

- Effect of elements and monster type

Fire Thunder Light Darkness

Beasts Gods Undead

Daemons Seabeasts

* ATK and DEF show the attack and defensive power for each element and monster type. For example, the higher the fire ATK, the more damage fire attacks will inflict. Similarly, high fire DEF reduces damage suffered from fire attacks.

PROFICIENCY

View how proficient you are with weapons and magic.

EQUIP 1

View your currently equipped weapons and armor.

EQUIP 2

View your currently configured Battle Arts and other setups.

EQUIP 3

View your current Ultimate Spell as well as your fortune bottles from the Veddel Lotto, which you can play in the Guild House (P. 31).

Guild Tag

View and edit your Guild Tag.

View	View your own character's Guild Tag. Press the ◉ **button** to Change Title or Edit Message.
Give	In multiplayer (P. 34), you can hand your own Guild Tag over to other players.
Friend List	If other players have given you their Guild Tags, you can view their info here.

Options

Change gameplay settings (P. 14).

Retire

Cancel the current quest. Remember, your quest fee will not be refunded.

Porto Carillo

After successfully completing your first trial, you will find yourself in the village of Porto Carillo, where Slayers gather from all over the world. It's the perfect place to pick up information from non-player characters and take advantage of various services and shops that will prove invaluable in your adventure.

Arayd Temple

It is said that the souls of great warriors loyal to the first king, Horodyn, are enshrined in this temple. Within the inner chamber stand eight monoliths. When a monolith is glowing, you can examine it to be teleported to a new region.

Shops and Facilities

Porto Carillo offers six facilities to assist monster slayers.

Slayers Guild	Here you can apply for quests (P. 29).
General Supplier	Buy and sell adventuring supplies (P. 30).
Storage	Come here to put items into storage, change your equipment, and more (P. 31).
Blacksmith	Create and enhance weapons and armor (P. 32).
Alchemy Shop	Synthesize new items (P. 33).
Guild	Connect with up to three other players for a multiplayer game (P. 33).

Slayers Guild

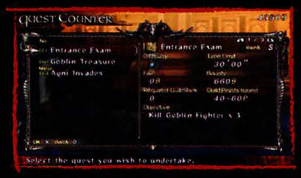
The guild offers you paying work in the form of quests. You have to pay a quest fee to take on a job, but you will receive a bounty in proportion to the quest's difficulty should you succeed.

Accepting Quests

Talk to the person behind the counter to see what quests are available. When the menu opens, first select the chapter, then the quest you would like to take on. Once you confirm your choice, you will be automatically transported to the site of the quest. You can also redo quests that you have already completed.

Available Quests

Quest Info



Guild Rank

Your guild rank is an indication of how much the Slayers Guild administration trusts you and your work. With every quest you complete, you will earn guild points, which in turn increase your guild rank. Quests usually have a minimum guild rank requirement. If your rank is not high enough for a particular quest, you will not be able to accept it.

Porto Carillo

General Supplier

This shop sells recovery potions and other consumables, as well as materials that can be used to create and enhance equipment. You can also sell items that you no longer need.

Selling and Buying

Talk to the shop clerk and select Buy or Sell. If you choose to Buy, select whether to carry your new items in your bag or send them to storage. If you are selling, indicate where the item is that you want to sell, then select the item (and quantity) to conclude the transaction.

Items to buy or sell

Money

Item value

Number owned

Number in storage

Storage

When you visit the Storage shop, you can choose from the following five options. As well as allowing you to deposit items for safekeeping and withdraw items for use, this is the only place where you can change your equipment and battle arts.

Items	Deposit and withdraw items.
Switch Equipment	Change equipment, cards, and battle arts. (Press the △ **button** to sell equipment and magic cards.)
Sell	Sell items you don't need.
Library	View the Monster Encyclopedia and Compendium.
Avatar	Change your avatar's appearance.

Save your Favorite Equipment Ensembles

From Switch Equipment you can select Ensembles to save your favorite equipment setups for quick and easy loading at a later date. First, select Save Ensemble, then choose a save slot. Press the L or R **buttons** to page through up to twenty different combinations. Once you have saved an ensemble, select Equip Ensemble to instantly switch out all your equipment.

Orb Effects are Automatic

You can set orbs into as many empty armor slots as are available. There are many kinds of orbs, from those that boost attack power to those that provide the protection of Natural Block. Orb effects activate automatically once they are in place.

Porto Carillo

Blacksmith

The blacksmith can manufacture new equipment from scratch or enhance your existing equipment to make it more powerful and effective. Both require money and the right kind of materials.

Manufacture

Talk to the blacksmith behind the counter, select Manufacture, then pick the type of equipment you want to create. You can manufacture weapons, armor, cards, or orbs. Items for which you have sufficient quantities of the necessary materials are highlighted in the list. Select the item you wish to create from the highlighted options, then hand over the money and materials to begin production.

Equipment to manufacture | Number owned | Manufacturing cost

Money

Required materials and quantity | Number in storage

Monster Cores

To manufacture equipment, you will need special materials known as monster cores. To collect cores, try slaying monsters in areas where the map is flashing red. After the battle, you will have a chance to harvest the monster's core.

Enhance

You can also try enhancing weapons, armor, or cards. Items for which you have sufficient quantities of the right materials are highlighted in the list. Check to see what stats will get a boost, then place your enhancement order.

Alchemy Shop

At the alchemy shop, you can have recovery drinks and other consumables synthesized from scratch, provided you have the money and the materials. The alchemy shop can create items that you just can't buy anywhere else, including the general supplier.

Synthesis

First, select whether you will place the manufactured item in storage or your travel bag. Then, select how many of the item you wish to create. Like the blacksmith, only those items for which you have sufficient materials will be highlighted.

Guild

Visit here to play a multiplayer game (P. 34). The Guild is the place where you can meet and connect with other players for adventuring fun.

Multiplayer

You can play multiplayer games for up to four players using the PSP® system's ad hoc mode.

Preparing for Multiplayer

In multiplayer, you can select your favorite character and join other players in cooperative questing. Before beginning a multiplayer game, please make sure of the following:

1 You must be able to enter the Guild

To play multiplayer, you must have progressed far enough in the single player game to have access to the Guild. You cannot join quests that are rated higher than your own guild rank.

2 You must enable the wireless networking feature

In order to use the wireless networking feature, make sure that the WLAN switch is ON. The WLAN switch must be kept on while playing in ad hoc mode.

Special Actions You Can Use in Multiplayer

Life Injection

You can revive other player characters when their HP falls to zero. Simply approach your fallen comrade and press the △ **button** to revive them. But do it quickly–when the counter above their head reaches zero, it will be too late! Once the life injection gauge reaches its maximum, approximately half your HP will be given to your comrade.

Rescue

During a Melee Duel, if your ally mistimes one of the button combos you can step in and rescue them from the mistake. During a rescue, all the other players apart from the player involved in the Melee Duel have to hit the button that is displayed on the screen. If you are successful, the Melee Duel will rewind and the first player gets to try again.

Veddel Lotto

You can buy bottles from the Veddel inside the Guild. Results are random, of course, but try your luck and see what happens!

Starting a Multiplayer Game

One player creates a room and becomes the host; the other players join the game as guests.

Enter the Guild

All players have to first go to the Guild.

Select Room

The host selects a room on the Select Room screen. After the host has set up the room, the other players enter the same room.

Accept Quest

All the guests gather in the host's Guild. The host then heads over to the Slayers Guild, talks to the clerk, and selects a quest. Players must meet the minimum guild rank in order to join a quest.

Exchanging Guild Tags

While in the Guild during a multiplayer game, you can exchange Guild Tags (P. 27) with other players. Open the Camp Menu, select Guild Tag, then Give. Your avatar will offer his Guild Tag. While the message Guild Tag ◎ is displayed, other players can approach your avatar and press the ◎ **button** to receive your Guild Tag.

Demo Version Installation and Data Transfer

With Lord of Arcana, you can install a limited on-disc demo of the game, then transfer gameplay data from either the PlayStation®Network or on-disc demo to the full version of the game.

Installing the On-Disc Demo

To give a player who does not own the full game the on-disc demo of the game, have the player lend you their Memory Stick™, then install the on-disc demo onto it. You will need 189 MB of free space to install the on-disc demo.

Note: You cannot install data on a Memory Stick Duo™. You will need a Memory Stick PRO Duo™.

❶ Installing the On-Disc Demo

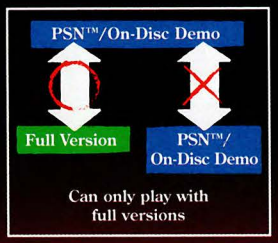
First, insert a Memory Stick™ into your system, then start up the full game. On the Main Menu, select Install, then Install Demo Version to begin the installation.

❷ Playing the On-Disc Demo

Insert the Memory Stick™ with the on-disc demo installed and start up your PSP® system. When the XMB™ (XrossMediaBar) appears, select Game, then Memory Stick™ to play the on-disc demo.

Playing Multiplayer Across Different Versions

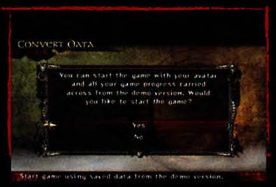
It is possible to play multiplayer games with the PlayStation®Network/on-disc demo version of the game. However, only certain combinations are possible, as shown below.



Transferring PlayStation®Network/On-Disc Demo Data

When you start a new game with the same Memory Stick™ that you used to save your PlayStation®Network/on-disc demo games, you will receive bonus items.

Continuing from the PlayStation®Network/On-Disc Demo


CONVERT DATA
You can start the game with your avatar and all your game progress carried across from the demo version. Would you like to start the game?
Yes
No
Start game using saved data from the demo version.

Insert a Memory Stick™ containing the PlayStation®Network/on-disc demo into your PSP® system. Start up your game, select New Game and then Use Demo Version Data. All your progress in the PlayStation®Network/on-disc demo will be carried over to the retail version of the game. Players who are using data carried over from the PlayStation®Network/on-disc demo can gift medallions to party leaders when joining multiplayer quests.

Beastly Monstrosities

Takemikazuchi

This fearsome thunder divinity hails from the Far East. Any mortal touched by this god's lightning strikes quickly realizes how frail and pitiful his own existence is. Break the stone of imprisonment to release his thunder!

Agni

This stony beast bends fire to his will. His lumbering charge can splinter the earth itself–mere mortals have little hope of surviving his blows! If you can destroy his right arm, you might be able to disable him enough to take him down.

Griffin

Soars the skies like an eagle, rules the ground like a lion. Razor talons cleave the earth, while its tempest blade tears the sky. When the Griffin flies high, the power of thunder can bring him to ground.

Skull Dragon

An undead dragon born from the hatred of countless angry souls jealous of the living. The deadly fog it emanates steals life from all who come near. Strike its head to knock it out and neutralize the effects of the fog.

Goblin Fighter

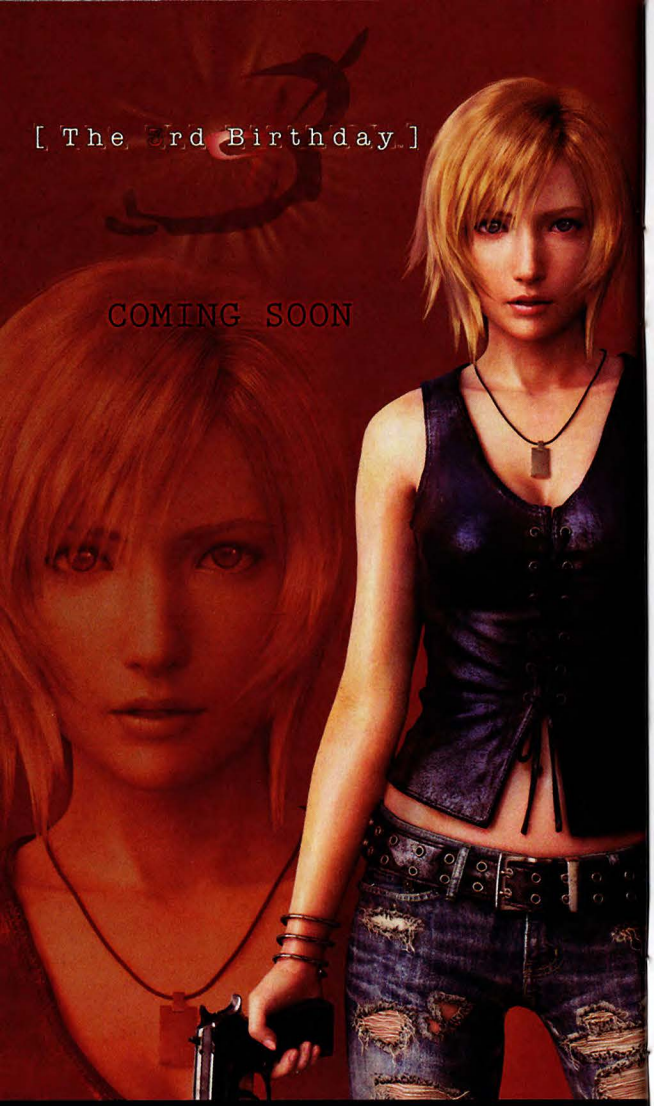
These cunning little beasts flee like rabbits from the strong, but gather in hordes to gang up on the weak. When they dance a cheerful jig, that's the sign they're about to launch a surprise attack with their club, so steer clear of prancing goblins!

Skeleton

The living, animated bones of warriors who were slain in war, they wander ancient battlefields seeking their lost souls. When blocking, they can deflect all frontal blows—so go around and strike from the rear.

Green Slime

An omnivorous blob that will eat anything in its path. It only cares about satisfying its immense appetite. Though the beast is normally impervious to weapons, magic damage can knock it out cold—and once unconscious, it can be harmed by physical blows.



RATING PENDING
RP
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PlayStation.Portable
PlayStation.Network

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El Segundo, CA, 90245.

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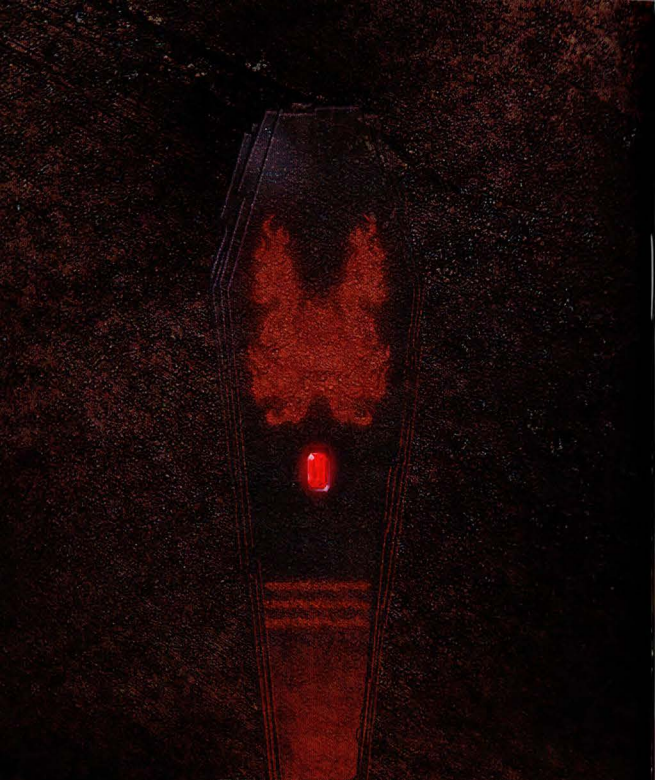

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PlayStation Network

ADD-ON CONTENT

ARE YOU STRONG ENOUGH TO BECOME THE LORD OF ARCANA?

Those with power can lay claim to the source of all order in this world—the mystical stone of Arcana. Travel through marshes, caverns, and deserts to slay vile monsters and huge beasts. Go forth, prove yourself worthy, and become the next Lord of Arcana.

Experience fast-paced combat and unleash bone crushing attacks!

Execute brutal finishing moves!

Select Weapon
Sword (1H)
Offers a solid balance between attack, mobility and defense. You can link rapid strikes, though each blow is quite weak.
Select the weapon category you wish to use in the tutorial.

Create your own Slayer! Customize appearance, abilities, weapons, and armor.

Slay with your friends in 4-player cooperative multiplayer mode!

UMD UNIVERSAL MEDIA DISC

Player	Memory Size	Ad Hoc Players	GameSharing	Infrastructure
1	480 KB	2 – 4		Download Only

Internet connection may be required for certain Wi-Fi functionality. Player responsible for Wi-Fi fees.

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MATURE 17+ ™	
M	Blood and Gore Violence
ESRB CONTENT RATING	www.esrb.org

PS2

LORD of ARCANA™

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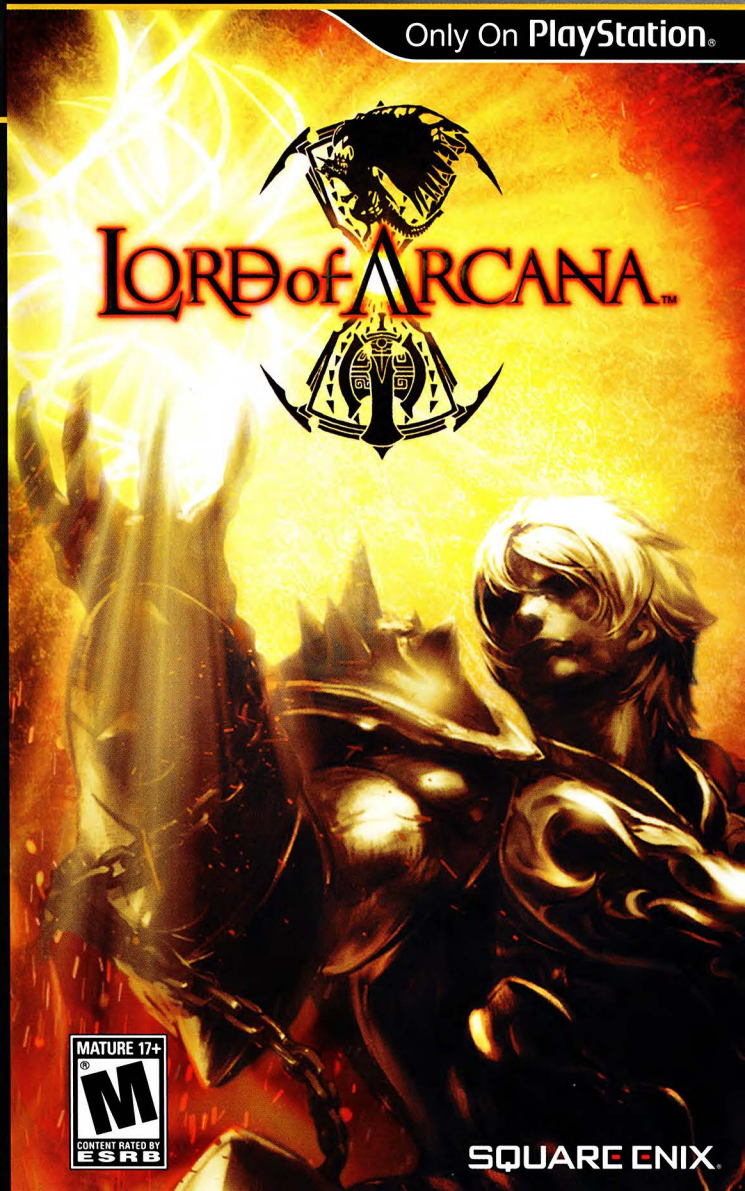
PS2

PlayStation Network

Only On PlayStation



MATURE 17+
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CONTENT RATED BY ESRB

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